All chests contain 2 Treasures and 2 Curses.

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The Collection

By Kkatman

This scenerio is designed for a party of four heroes and includes a timed event that will occur on the Overlord's12th turn. If there are only three heroes, add six rounds to this timer. It is not recommended to play this scenerio with less than three heroes.

Use the normal white dice to count the turns until the Dragon awakens.

Scenario Background

"Welcome to the Horny Adventurer! Finest pub 'n more in all of Vynelvale!"

Greyhoove's cheery voice greets your ears as you enter. Then recognition floods the elderly minotaur's face. "Ah. You lot. You ain't been out gettin' in trouble with my grandson again, have you?" Steelhorn's grandfather give you a meaningful look. Then he motions for you to join him in a more secluded part of his bar.

"Look, a feller came by the other day, servant of the King an' all. Was passin' this around an' askin' for help." Greyhooves pulls a map from his pockets, one detailing a route through the Drurn Caverns to a place deep within marked (naturally) by an X. "Sounded to me like the sort of thing you lot like getting yourselves into."

As you look at the map, Greyhooves tugs at his beard. "It was really busy, so I wasn't able to pay him too much attention, y'know. But it sounded like pretty basic quest stuff. Princess. Kidnapped. Dragon. Blah, blah. I'm sure it won't be a problem for you."

Greyhooves leans forward, dropping his voice. "Just between you and me, I'm beginnin' to wonder if the Princess has a thing for Dragons. This is, what, the second time She's been captured by one this year?"

Mission Goals

You prepare to storm the Dragon's Lair . Your mission is to rescue the Princess! (And if you can activate any Glyphs of Transport within the Dragon's Lair, all the better.)

You start with five Conquest Tokens. If you run out of Conquest Tokens before you rescue the Princess, you fail in your quest.

Starting Area

The map has lead you on a long, arduous journey through the Drurn Caverns... and worse, a boring one. Something must have cleaned house down here, either driving all the monsters out... or eating them. The only creature you have encountered was a two-headed rat. (And it wasn't even a giant, fire-breathing two-headed rat.) Ominous, certainly, but also very, very dull. After days of tedium, you're almost happy to find a beastman welcoming party when you finally reach the entrance to the Dragon's Lair.

The Dragon's Lair

The door opens onto a grand chamber of gleaming green and white marble. Several more doors, all but one sealed with a magical rune, line the walls on either side. Marble columns rise to support a masterfully painted ceiling lined with gold leaf. The image is a Dragon lounging amongst beautiful females from a variety of species.

At the end of the hall is the mighty Dragon in the flesh! Behind Him lies the Princess's prison, separated from this chamber by first a moat and then a great pit surrounded by ledges filled with guards.

But what do you have to worry about the guards? There is a Dragon in this room, right in front of you! How can you hope to fight a monster like that, especially with equipment fresh from Ye Olde Town Shoppe? This is the end! Death has come for you, and it comes with the sound of...

At this point, the Overlord should do his or her best snoring impression.

um... okay... Death will come for you after a little nap. But don't worry, it won't be long. Of course, if you want to rush your doom, you can always do something to disturb the Dragon's slumber.

Maybe there's something in one of these rooms that could help you?

The Dragon in this room is Ghox. Ghox has the statistics of a normal Master Dragon except as noted below:

Ghox has 6 Armor.
Ghox has an additional +2 Wounds per Hero.
Ghox has the additional special ability Fly.
Ghox may Charge for the cost of three Threat Tokens.

Important: Ghox will awaken on the Overlord's 12th turn (18th in the case of three heroes or less) unless a hero awakens Him earlier. The following actions will awaken the Dragon prematurely:

1) A hero picks up any of the four gold piles adjacent to the Dragon.
2) The Dragon takes damage.
3) A hero triggers the alarm. (See The Demonic Library)

Important: When Ghox awakens, the heroes' turn immediately ends and the Overlord's next turn begins!

If the heroes slay Ghox:

The mighty Dragon falls! With Ghox dying breath, "But... but my collection? My precious girls? Who will care for my children?"

Important: If a hero ends her movement on the encounter marker in this room:

The Princess, beleaguered and exhausted, stares up at you weakly through disheveled hair. Swaying slightly, she parts her lips in thanks. "Thank you, heroes! My Father will be..."

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She passes out before she can finish.

The heroes receive three Conquest Tokens for rescuing the Princess. If they have also killed Ghox, they have succeeded in their quest!

If they have not killed Ghox, they may still win without slaying the Dragon. To do so, they must carry the Princess out of the dungeon. The Princess may be equipped as an Other item, and she reduces the equipping hero's movement by one.

The Naga Den

The gloomy cell beyond this door is almost entirely obscured by the body of the elderly naga who immediately turns her head to stare at you. With a grandmotherly voice, she hisses, "Who are you? New additions to Ghox's collection, hmm?..."

Her eyes narrow and her voice turns predatory (while still freakishly reminding you of that sweet old lady down the way who used to bake you gingerbread cookies)! "You're not part of His collection. That means you're food!"

The Playroom

This door is playfully decorated with blue circles and emblazoned with the name "BUBBLES".

Upon entering, you are stunned nearly to unconsciousness by the sight of a large, beautiless ogre in a ballerina outfit, complete with tutu, holding a wand made from a small tree and fairy wings. Her back is to you as she bends over to fill several cracked cups with invisible tea for companions that have long since begun to rot. Your eyes curse your existence.

"Big Daddy?" she calls out with a voice like a mutated, child. "Have you brought me a real Princess to play with?" She is smiling as she turns, but her smile transforms into a scowl of rage (it questionable which is uglier) at the sight of adventurers in her room.

"Get OUT!" she bellows. "You're not s'posed to be in here! This is MY ROOM! You're not ALLOWED!" Even as she screams at you, she advances, lifting the tree above her head. It seems she doesn't intend to let you live long enough to leave. Maybe, if you're really unlucky, she'll offer you tea later.

The Garden

Several signs hang from this door, planks of wood carved crudely with a tool no finer than a pickaxe. "Grunga's Garden" and "Beware of Dogs!" are the most legible; and even then, "Beware", "of" and possibly "Grunga's" are misspelled.

Within is a lesson on why the hobby of gardening is best suited to people without fire-breathing pets. Black-charred fountains gurgle merrily, water spilling out to irrigate a floor of ash. Even so, the squat, overweight giant in the center of the room prods hopefully at the ground with a huge rake whose gleaming, razor-sharp prongs seem more suited to warfare than to agriculture. "Cummon' little things. Grow for me!" she murmurs to a seed whose life was long ago cooked out of it.

It seems safe to assume the giant is Grunga, as the only other creatures moving about in this room are her twin pet hellhounds, names dangling from their collars. "Fluffy" and "CeeCee".

The giant stumbles around, turning towards you and the open door. "No! You'll trample my garden!" And with that, she unleashes her pets on you!

The Demonic Library

The final door is built of rich Nerekhall darkwood, ornately carved and inlaid with obsidian.

Within, you find a large room of black and gold marble, lit by torchieres, its walls lined with shelves of books. Old books. Cursed and vile books. Books made of flesh, of bone, or of darker, more forbidden materials. The demonic library is filled with the sounds of several of their moaning. Reading these books would drive a man mad.

It is no man who lounges in the throne-like chair, reading from a tome that bleeds from every page. She is the most beautiful, sensual woman you have ever laid eyes on. Her skin is creamy and smooth, her lips ripe and inviting. Her ample breasts heave seductively. Her eyes invite you in with hypnotizing intensity. You register her horns, wings, tail and hooves only later, and they merely make her more enthralling.

The succubus purrs, "Hello, hearty heroes. Come into my parlor." Her tongue licks those luscious lips. "Stay a while. If you want what's in that chest..." Her tail points towards the golden chest in the back of the room near shelves of some of the blackest and most blasphemous grimoires. "...I'll let you have it if you can answer the riddles of my pet sphinxes." She slides in her chair oh so provocatively, "Or you could just stay here with me. I have many, many other 'treasures' to share with you." Her eyes are hungery, and not for your flesh!

The two manticores, sick of being miscalled sphinxes by their mistress, simply attack you.

Important: If a hero ends her movement on the encounter marker in this room:

You spot a blank, dull-colored book that looks out-of-place in the library. When you tug on it, you hear the click of a switch. You do not, however, hear the moat around the Princess's prison being drained. But that's only because the merry gurgling of the water is drowned out by the alarm's clamorous ringing and the roar of the awakened Dragon echoing off the marble chamber outside!

Remove the encounter marker from the Demonic Library. Remove the water from the Dragon's Lair.

Important: The Dragon has awakened. The heroes' turn ends immediately. The Overlord's turn begins.

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